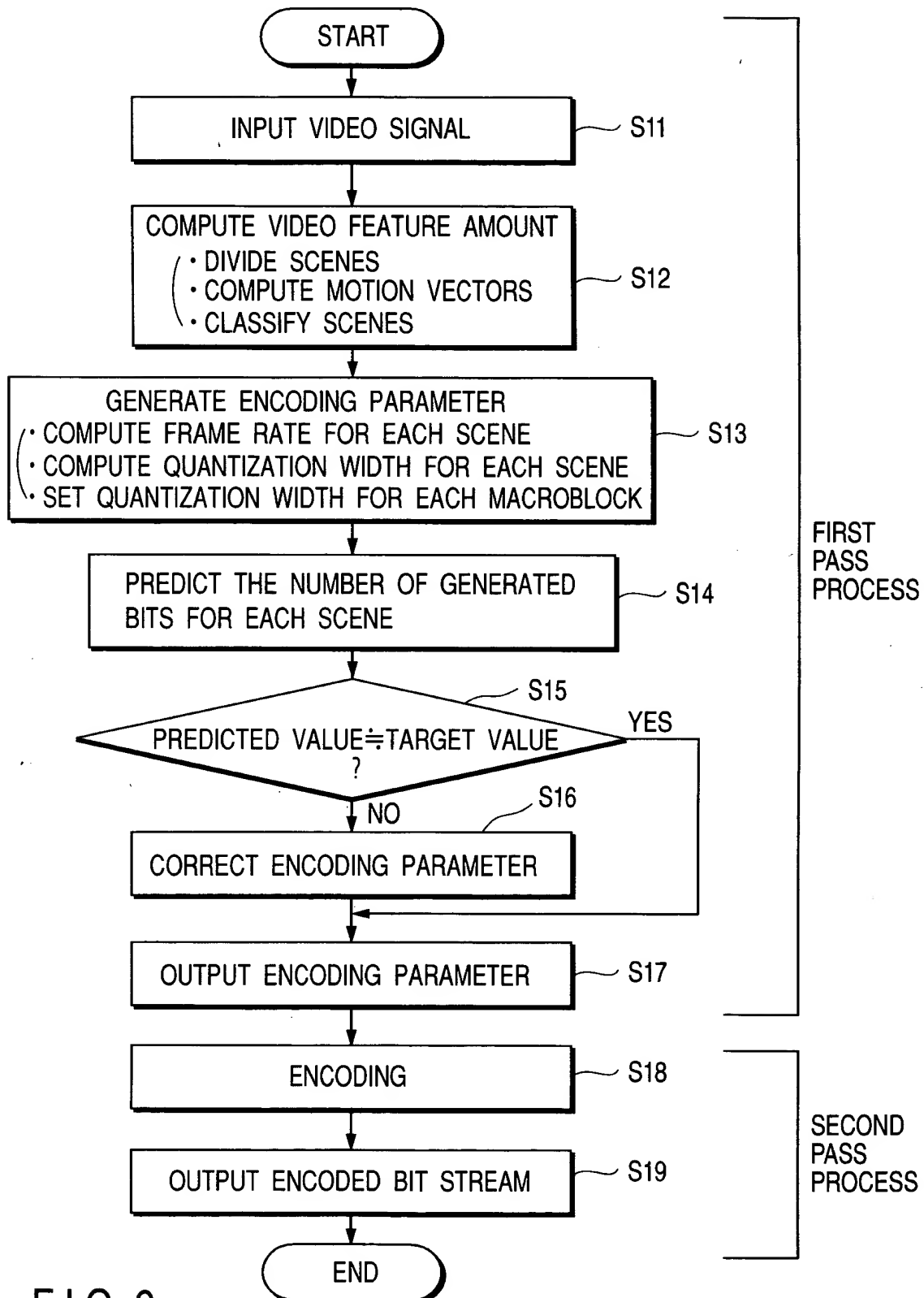


FIG. 1



DETERMINATION SCENE SEPARATION

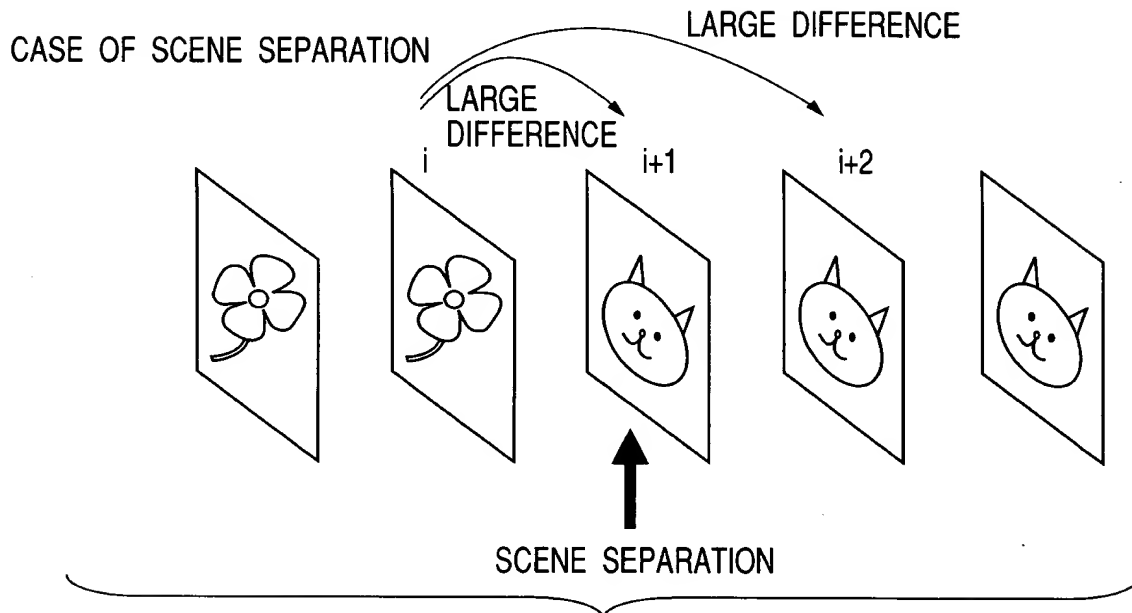


FIG. 3A

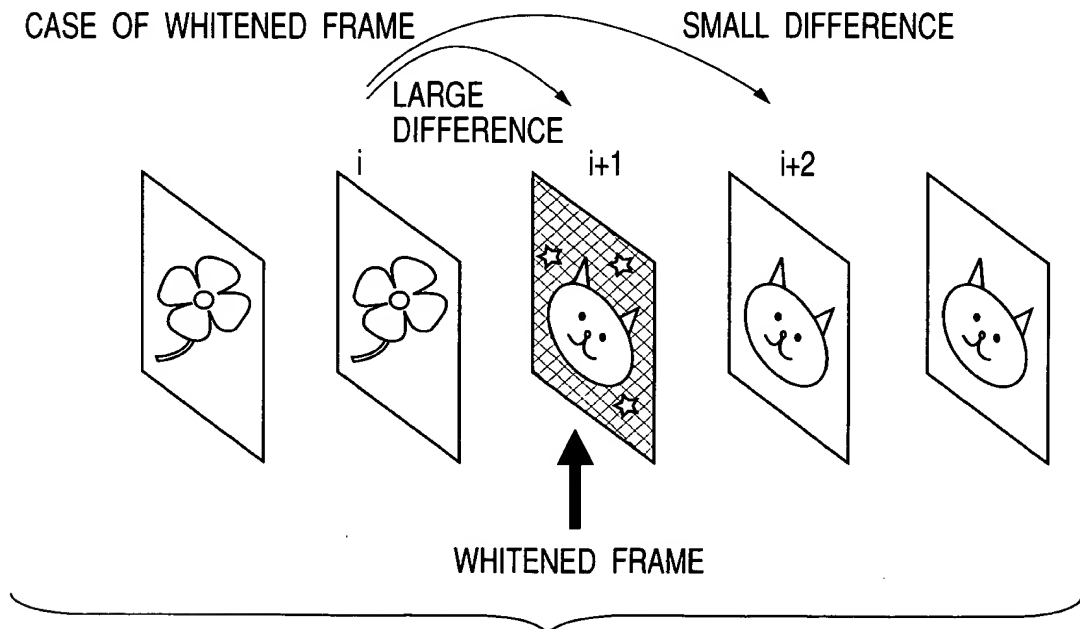


FIG. 3B

FEW MOTION VECTORS

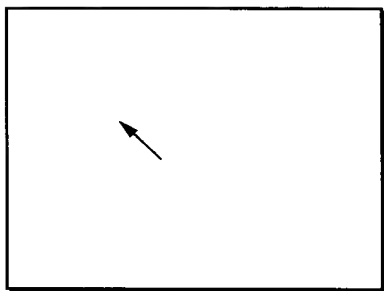


FIG. 4A

MOTION VECTORS OF THE SAME  
DIRECTION AND MAGNITUDE ARE  
DISTRIBUTED ALL OVER SCREEN

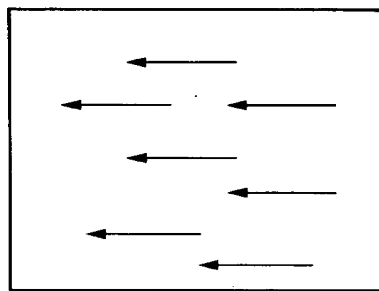


FIG. 4B

VECTORS APPEAR ONLY IN  
PARTICULAR PORTION OF FRAME

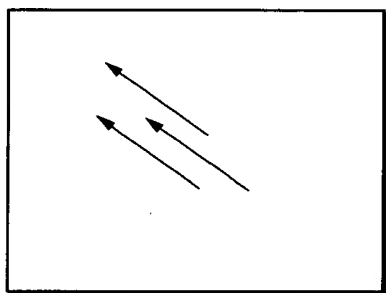


FIG. 4C

VECTORS ARE RADIALY  
DISTRIBUTED WITHIN FRAME

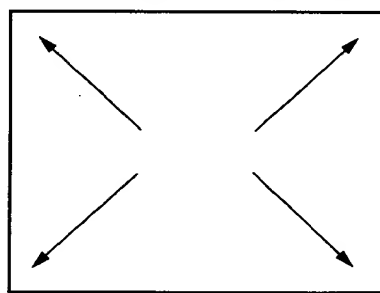


FIG. 4D

MANY MOTION VECTORS RUN IN  
DIFFERENT DIRECTIONS WITHIN FRAME

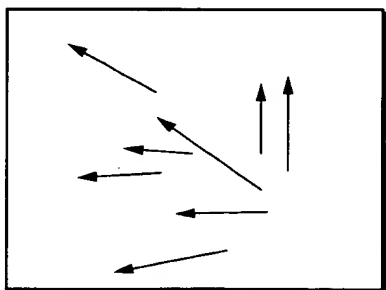


FIG. 4E

DETERMINATION OF MACROBLOCK IN WHICH  
MOSQUITO NOISE IS LIKELY TO OCCUR  
m-TH MACROBLOCK

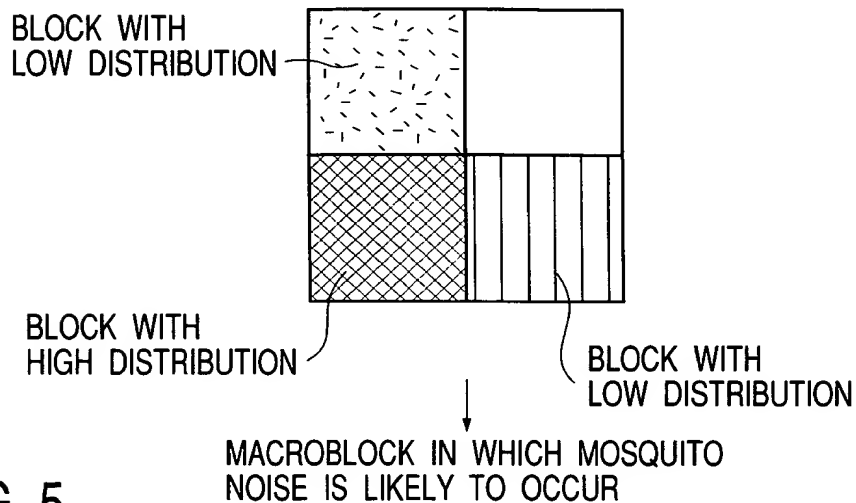


FIG. 5

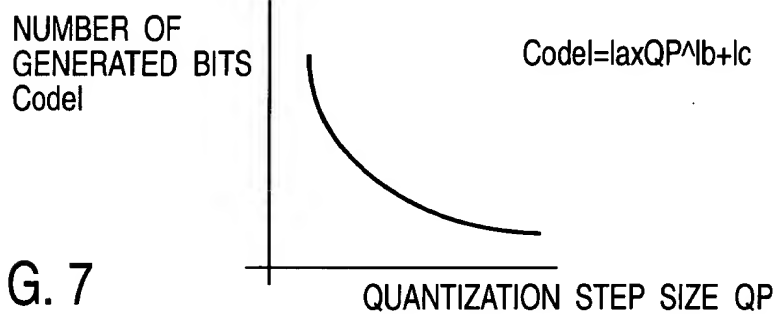


FIG. 7

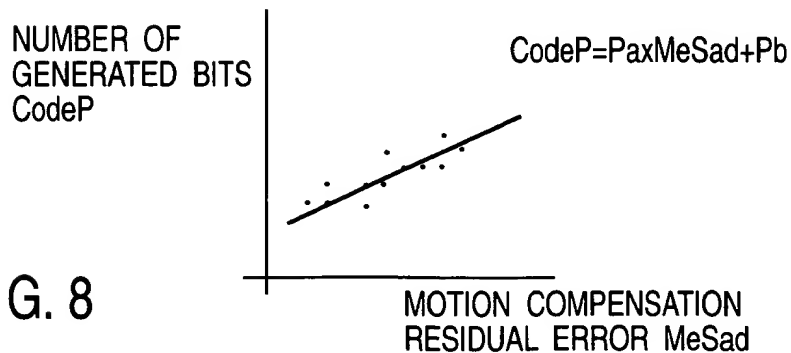


FIG. 8

AVERAGE BIT RATE  
FOR SCENES

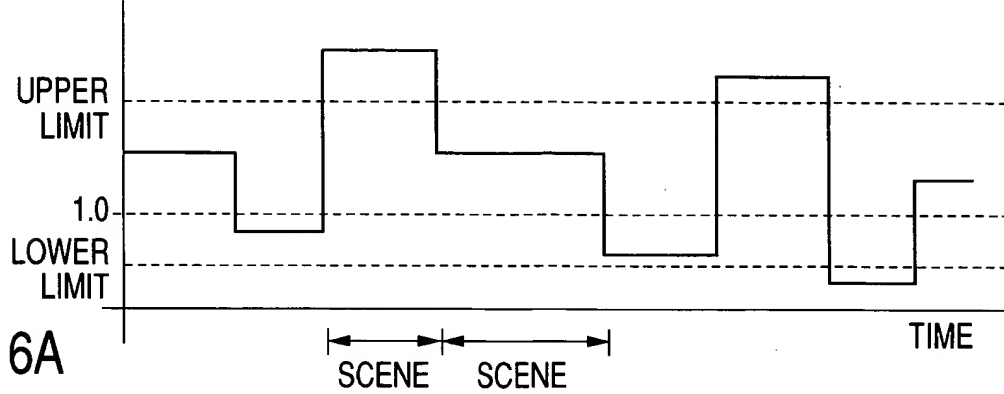


FIG. 6A

AVERAGE BIT RATE  
FOR SCENES

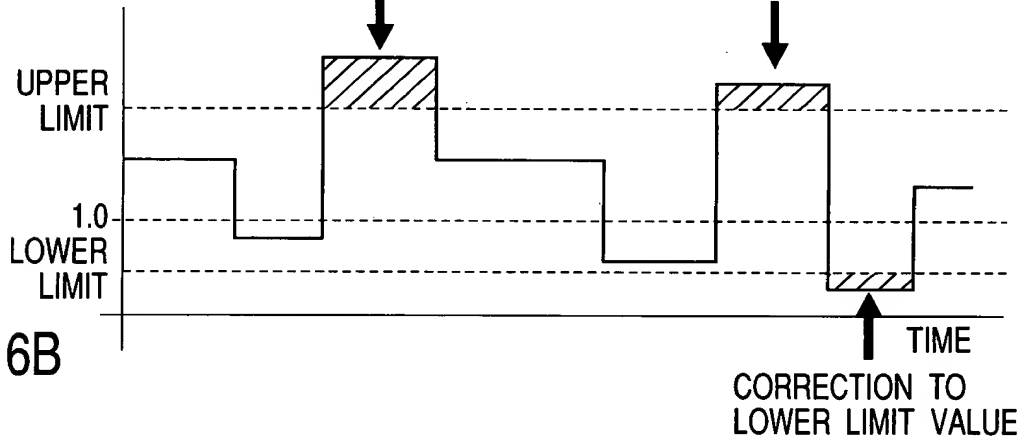


FIG. 6B

AVERAGE BIT RATE  
FOR SCENES

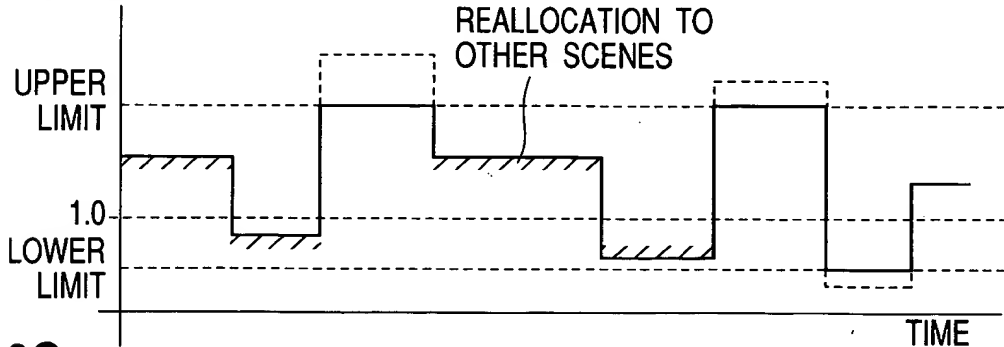


FIG. 6C

FIG. 6A

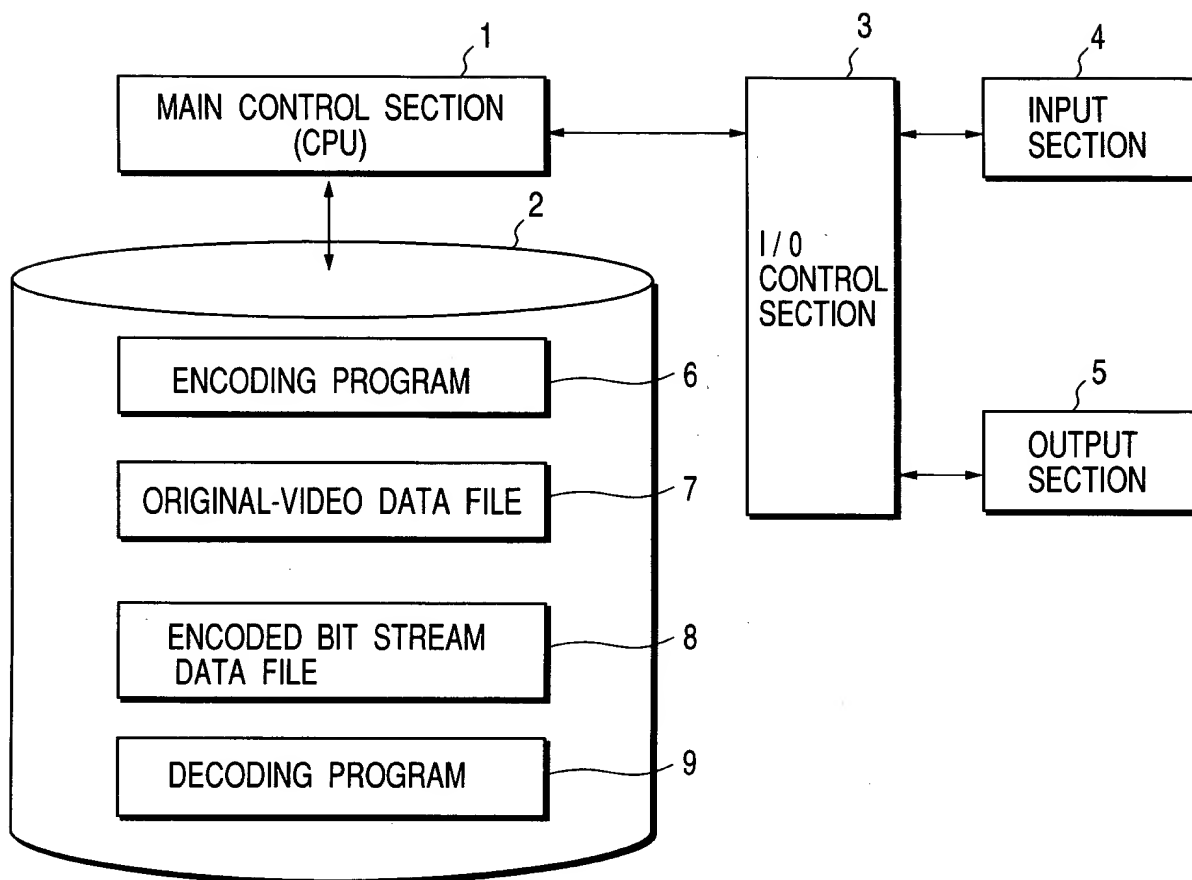


FIG. 9

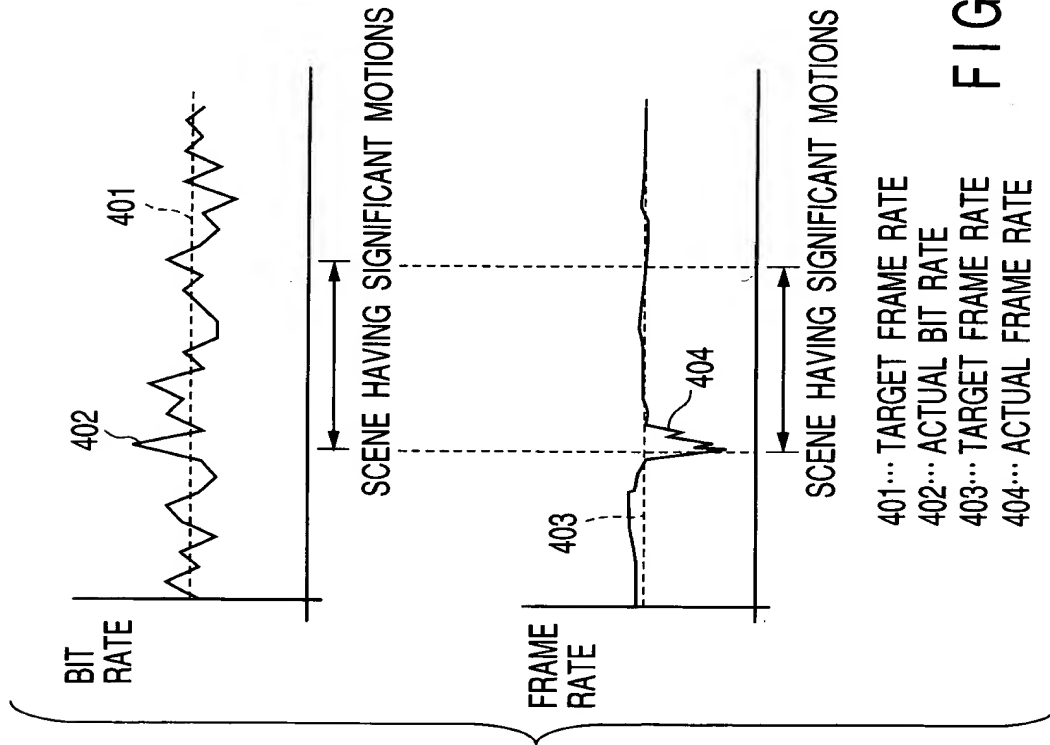
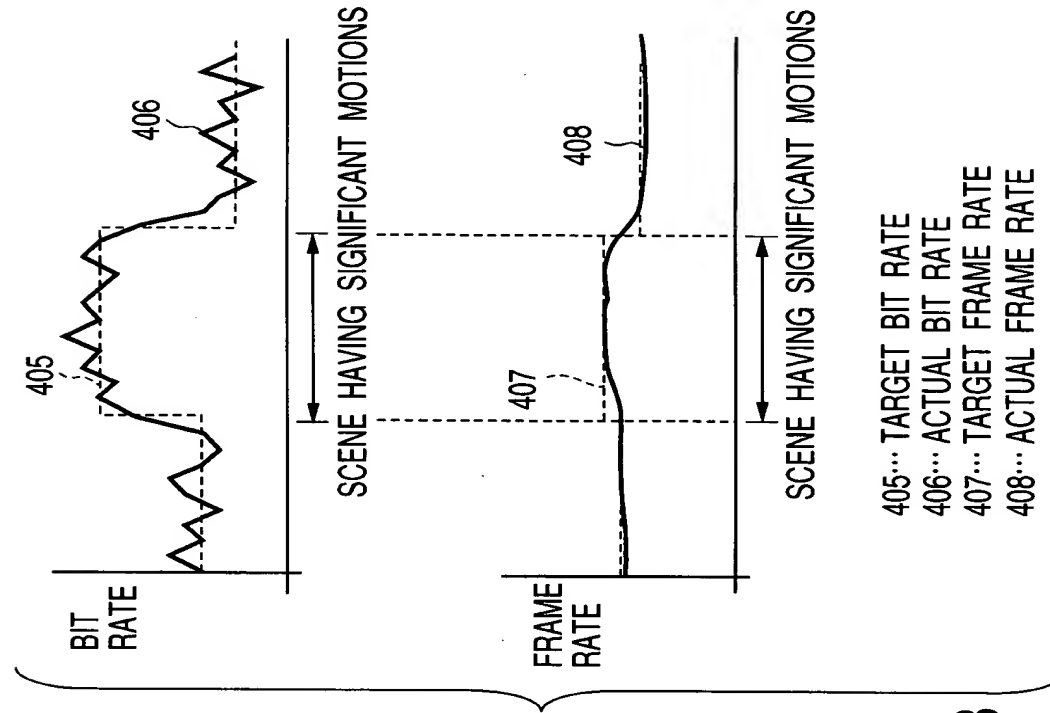


FIG. 10A  
PRIOR ART



405... TARGET BIT RATE  
406... ACTUAL BIT RATE  
407... TARGET FRAME RATE  
408... ACTUAL FRAME RATE

FIG. 10B



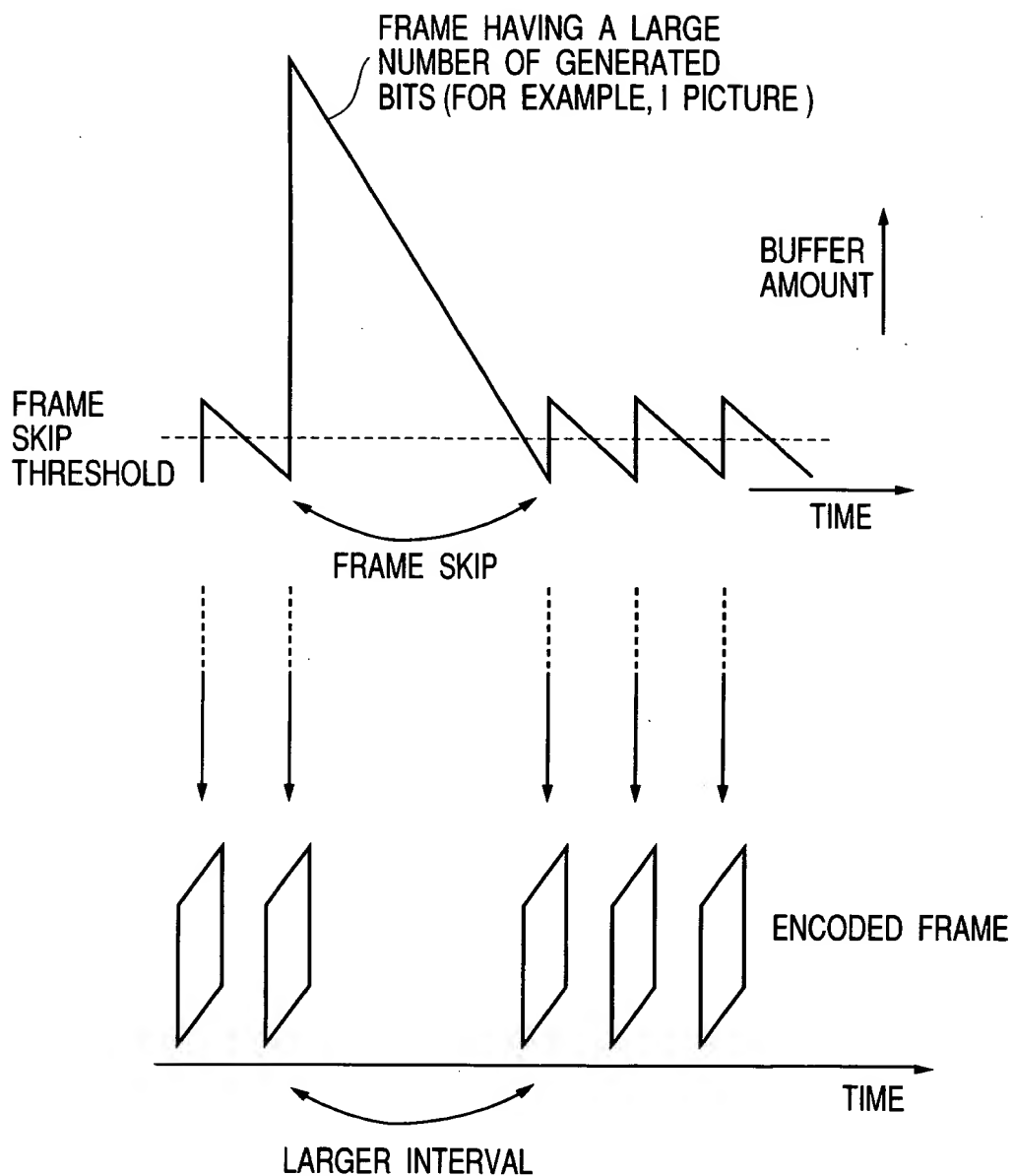


FIG. 11 PRIOR ART